

Listing of Claims:

This listing of claims replaces all prior versions, and listings, of claims in the application (material to be inserted in amended claims is in underline, and material to be deleted is in [brackets]).

1. (Currently amended) An interactive doll with an animated head and a base, the doll comprising:

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a motor operatively connected to the head, the head rotatable relative to the base through a plurality of predetermined head positions including a first head position;

a head position assembly interposed between the head and the base, the head position assembly having a contact surface; and

a position monitoring structure attached to the head and independent of the head position assembly, the position monitoring structure configured to monitor the plurality of predetermined head positions, wherein the positioning monitoring structure rotates with the head, [the position monitoring structure is positioned within the head] such that the contact surface of the head position assembly triggers the position monitoring structure when the head is in the first head position.

2. (Previously amended) The doll of claim 1, wherein the head position assembly comprises a safety mechanism adapted to permit the head to be physically turned by an external force.

3. (Previously amended) The doll of claim 1, wherein the head position assembly comprises:

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a lower wafer interposed between the head and the base adapted to follow the rotation of the head when the head is physically turned by an external force from an operational position;

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an upper wafer releasably coupled to the lower wafer and adapted to remain aligned with the base when the head is physically turned by an external force from the operational position; and

a biasing structure interposed between the lower wafer and upper wafer wherein the biasing structure is adapted to bias the head back to the operational position after being physically turned by the external force.

4. (Previously amended) The doll of claim 1, wherein the head position assembly comprises a stopping surface which is adapted to contact a stop on the head to prevent the head from being physically turned by an external force beyond the plurality of positions.

5. (Original) The doll of claim 1, wherein the position monitoring structure includes at least one limit switch.

6. (Original) The doll of claim 1, wherein the position monitoring structure is operatively attached to a processor which is adapted to control rotation of the head.

7. (Cancelled)

8. (Cancelled)

9. (Cancelled)

10. (Cancelled)

11. (Cancelled)

12. (Cancelled)

13. (Cancelled)

14. (Cancelled)

15. (Cancelled)

16. (Cancelled)

17. (Cancelled)

18. (Previously amended) An animated doll comprising:

a base shaped to resemble feet configured to disguise a power source;

a body mounted on the base having a size that is not in proportion to the base; and

a motor driven head rotatably mounted on the body configured to disguise

a motor assembly which is operatively connected to the power source and the head and

having a size that is not in proportion to the body size.

19. (Original) The doll of claim 18, wherein the motor assembly includes a first motor configured to rotate the head relative to the body.

20. (Original) The doll of claim 18 also comprising an eye assembly having moveable eyelids, wherein the motor assembly includes a second motor configured to move the eyelids between an open position and a closed position.

21. (Previously amended) The doll of claim 18, also comprising a head position assembly interposed between the head and the body wherein the head rotates about the head position assembly and the head position assembly remains generally stationary in relation to the body when in an operation position.

22. (Original) The doll of claim 21, wherein the head includes a position monitoring structure attached to the head and configured to contact the head position assembly when in a predetermined position.

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23. (Previously amended) The doll of claim 21, wherein the head position assembly includes a biasing structure adapted to permit the head to be physically turned by an external force beyond the operation position and to bias the head back to the operation position.

24. (Original) The doll of claim 18, wherein the base is adapted to provide a counter-weight to support the head.

25. (Original) The doll of claim 18, wherein the base is adapted to support the doll on a planar surface in an upright orientation.

26. (Currently amended) An interactive doll capable of producing plural differentiated responses, the doll comprising:

a first communications port operatively coupled to an upper torso portion of the doll and adapted to removably receive external components;

a second communications port operatively coupled to a lower torso portion of the doll and adapted to removably receive external components;

a processor operatively coupled to the first and second communications [port] ports in the doll and adapted to identify and select at least one predetermined response associated with [an] one or more attached [component] components; and

a power assembly operatively coupled to the doll and adapted to provide power to the processor.

27. (Currently amended) The doll of claim [25] 26, further comprising a third [wherein the] communications port [is] on a hand of the doll.

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28. (Currently amended) The doll of claim [26] 27, wherein at least some of the external components are a plurality of hand-held devices sized for the hand of the doll.

29. (Cancelled)

30. (Currently amended) The doll of claim [29] 26, wherein the external components are a plurality of removable clothing sized to fit the doll and where the removable clothing includes a contact region adapted to operatively engage the communication port.

31. (Previously amended) The doll of claim 26, wherein the predetermined response includes a pre-recorded speech emitted by a speaker coupled to the doll.

32. (Previously amended) The doll of claim 26, also comprising a motor driven rotatable head operatively attached to a motor coupled to the power assembly, wherein the predetermined response includes rotation of the head.

33. (Previously amended) The doll of claim 26, also comprising an eye assembly having motor driven moveable eyelids operatively attached to a motor coupled to the power assembly, wherein the predetermined response includes movement of the eyelids.

34. (New) An interactive doll with an animated head and a base, the doll comprising:

a motor operatively connected to the head, the head rotatable relative to the base through a plurality of predetermined head positions including a first head position;

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a head position assembly interposed between the head and the base, the head position assembly having a contact surface adapted to remain substantially stationary relative the base upon rotation of the head by the motor; and

a position monitoring structure attached to the head configured to monitor the plurality of predetermined head positions, the positioning monitoring structure rotatable with the head such that the contact surface of the head position assembly triggers the position monitoring structure as the head rotates by the motor through the plurality of predetermined head positions;

wherein the head is adapted to be physically turned by an external force from the first head position to a second head position and upon release return to the first head position.
